AMENDMENTS TO THE SPECIFICATION

Please add the following new paragraph after the paragraph at page 3, line 6:

F1 FIG. 4 is a block diagram of the wagering process to enable the dispensing of a sweepstakes entry form.

Please replace the paragraph at page 6, line 11 with the following amended paragraph:

Referring to FIG. 4, ~~Generally~~, a player initiates game play (step 102) by inserting a number of coins or by selecting a number of credits to wager using the "Bet" key 28. The reels may then be set in motion by touching the "Spin Reels" key 30 or, if the player wishes to wager the maximum amount, by using the "Max Bet Spin" key 32. Alternatively, other mechanisms such as, for example, a lever, or push button may be used to set the reels in motion. The CPU uses a random number generator to select a game outcome corresponding to a particular set of reel "stop positions" as shown by step 104 on FIG. 4. The CPU then causes each of the reels to stop at the appropriate stop position. Symbols are displayed on the reels to graphically illustrate the reel stop positions and indicate whether the stop positions of the reels represent a winning game outcome.

Please replace the paragraph at page 6, line 27 with the following amended paragraph:

Winning outcomes (e.g., symbol combinations resulting in payment of coins or credits) are identifiable to the player by a pay table. In one embodiment, the pay table is affixed to the

machine and/or displayed by the video display in response to a command by the player (e.g., by pressing the "Pay Table" button 34). A winning outcome occurs when the symbols appearing on the reels 20, 22, and 24 along the pay line 26 correspond to one of the winning combinations on the pay table. If the displayed symbols stop in a winning combination (step 106) (after any non-held reels have been re-spun), the game credits the player an amount corresponding to the award in the pay table for that combination multiplied by the number of credits bet (step 108). The player may collect the amount of accumulated credits by pressing the "Collect" button 36.

Please replace the paragraph at page 7, line 4 with the following amended paragraph:

Referring back to FIG. 1, in accordance with the present invention the gaming machine 10 includes a dispenser 40 for dispensing a sweepstakes entry 42 in response to a predetermined triggering event. This process is shown in FIG. 4, and includes determining whether a triggering event has occurred (step 110), and if it has occurred, dispensing a sweepstakes entry form (step 112). The triggering event may be based on the game outcome, a number of plays of the game, frequency of play, amount of wager, number of activated pay lines in a slot game, player tracking information, time of day, or some other criteria.

Please replace the paragraph at page 9, line 1 with the following amended paragraph:

The sweepstakes entry 42 includes a pre-printed paper entry form to be filled out by the player. The entry form may be shaped in the form of a coupon or paper currency and may appear as shown in FIG. 3. Referring to FIG. 4, after filling out the entry form (step 114), the player may submit it to the sweepstakes provider (step 116) that will conduct a subsequent drawing

(step 118) to determine a winner(s) of one or more prizes associated with the sweepstakes (step 120). The sweepstakes provider for example, may be the gaming establishment itself, the gaming machine supplier, or an unaffiliated entity. Depending upon the sweepstakes provider, the player may submit the sweepstakes entry 42 to the sweepstakes provider at the gaming establishment itself (e.g., by dropping the entry into a drop box or handing it to an attendant), by mail, or possibly via the Internet. To allow the player to submit the sweepstakes entry 42 via the Internet, the sweepstakes entry 42 may identify a web site and a security access code to be entered on the web site. When the access code is entered on the web site, the web site may prompt the player to fill out an electronic sweepstakes entry form.

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